

ECLIPSE PHASE

character portfolio

Mesh ID:

Concept:

Background:

Faction:

Home:

Origin:

Primary Morph

COG

COO

INT

REF

SAV

SOM

WIL

LUC

TT

IR

DUR

WT

DR

wil x2

luc /5

luc x2

morph

dur /5

x1.5 /x2

Age (actual)

Age (apparent)

Movement Rate

Speed Mod

Gender ID

Aptitude Max

Damage

Wounds

Stress

Trauma

SPD

Init

DB

morph

ref+int x 2

dur / 10

Integration

Alienation

Continuity

Campaign:

Player:

Moxie:

12345678910

+ Morph Traits

- Morph Traits

Normal Movement

Walk

Run

Jump

.5g Movement

Walk

Run

Jump

x2g Movement

Walk

Run

Jump

+ Ego Traits

- Ego Traits

Reputations

Circle A

CivicNet

EcoWave

Fame

Guanxi

Research Network

Explore Net

The Eye

Credit & Other Funds

Insured? y/n

Policy Duration

d/w/m/y

Reinstantiation time

d/w/m/y

Backup Notes:

Other IDs:

Psychosurgical Procedures

Forks

Location

Rating

Favors Owed





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|      |       |    |    |       |            |             |             |              |            |               |
|------|-------|----|----|-------|------------|-------------|-------------|--------------|------------|---------------|
|      |       |    |    |       | Base Skill | Point Blank | Short Range | Medium Range | Long Range | Extreme Range |
|      |       |    |    |       |            | +10         | -           | -10          | -20        | -30           |
| Ammo | Modes | DV | AP | Notes |            |             |             |              |            |               |
|      |       |    |    |       |            |             |             |              |            |               |

  

|      |       |    |    |       |            |             |             |              |            |               |
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|      |       |    |    |       |            |             |             |              |            |               |

| Melee (Fray) | Range (Fray/2) |
|--------------|----------------|
|              |                |

| Melee | Range |
|-------|-------|
|       |       |

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